Appl. No. 10/028,014
Amdt. Dated 03/12/2004
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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (currently amended) A method for rendering an image on a display and producing magnification in the rendered image comprising:

selecting a set of polygon data to which to apply a magnification special effect, the polygon data defining a polygon surface;

retaining eye point δ angle data within a vertex data passed to a graphics rendering pipeline, the eye point δ angle being formed with respect to a normal of the polygon surface;

perturbing each eye point δ angle value at each polygon fragment; and

incorporating ~~perturbed texel angles~~ a texel to each perturbed eye point δ angle, where each texel has a U and a V coordinate.

2.   (original) The method according to claim 1 wherein perturbing each eye point δ angle value comprises multiplying eye point δ angle by a value N, and providing a corresponding offset to each texel coordinate.

3.   (original) The method according to claim 1 wherein the texel coordinates are offset by an eye point angle.

4.   (original) The method according to claim 3 wherein the texel coordinates are offset by the eye point angle and by a value N.

5.   (previously presented) The method according to claim 3 wherein accessing eye point δ angle data for each texel to be produced comprises accessing data for selected vertices describing a polygon and further comprising interpolating eye point δ angle data for each texel to be produced between texels including said vertices.

6.   (original) The method according to claim 5 further comprising resolving an eye point δ angle into eye point δ angle x in an X-Z plane and eye point δ angle y in a Y-Z plane.

7.   (original) The method according to claim 6 wherein comprising producing magnification for a selected polygon on said display comprises displaying texels in the selected polygon and selecting texels based on the modified U and V mapping derived through using the eye point angles.

8.   (currently amended) A machine-readable medium that provides instructions which, when executed by a processor, cause said processor to perform operations producing a magnifying special effect in a computer display comprising:

    selecting a set of polygon data to which to apply the magnification special effect, the polygon data defining a polygon surface;

    retaining eye point δ angle data within a vertex data passed to a graphics rendering pipeline, the eye point δ angle being formed with respect to a normal of the polygon surface;

    perturbing each eye point δ angle value at each polygon fragment; and

    providing ~~perturbed texel angle data~~ a texel to each perturbed eye point δ angle, the texel having texel coordinates U and V.

9.   (currently amended) The machine-readable medium according to claim 8 that provides instructions which, when executed by a processor, cause said processor to perform operations perturbing ~~texel coordinates U and V using~~ each eye point δ angle value comprises multiplying eye point δ angle by a value N.

10.   (previously presented) The machine-readable medium according to claim 9 that provides instructions which, when executed by a processor, cause said processor to perform operations accessing data for the set of vertices describing a polygons and interpolating eye point δ angle data for each texel to be produced between texels including said vertices.

11.   (previously presented) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform

resolving an eye point δ angle into eye point δ angle x in an X-Z plane and eye point δ angle y in a Y-Z plane.

12.   (previously presented) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform operations comprising producing magnification for a selected area of said display by modifying the U and V texel coordinates by offsetting them with the eye point angle x and y components.

13.   (currently amended) A graphics pipeline converting polygon data to display data and further comprising a means to modify to texel coordinates ~~according to eye point δ angles~~ according to eye point δ angles being perturbed at polygon fragments of the polygon data to allow a portion of a rendered image generated from the polygon data to have a magnification effect applied, the polygon data defining a polygon surface, the eye point δ angle being formed with respect to a normal of the polygon surface.

14.   (original) The graphics pipeline according to claim 13 wherein said processor comprises a multiplier system for establishing relationship projection angle = N eye point δ value.

15.   (original) The graphics pipeline of Claim 13 further comprising means applying the magnifying effect only to selected polygons.